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| --- | --- | --- | --- | --- | --- |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |
| **Date** |  |  |  |  |  |
| **Week 1 Procedure**  **Day 1:** Introduction, Crystal Island Tutorial, Introduction to Project and Final Goals **Day 2:** [Lesson 1 on Landforms](http://gamebasedlearninginstitute.wikispaces.com/Day+1+Lesson+Plan+%28+45+minutes%29), Paper assessment **Day 3**: Gameplay with Landform quest levels 1 and 2 turned on **END OF WEEK:** COMPLETE WEEKLY TEACHER SURVEY |  |  |  |  |  |
| **Date** |  |  |  |  |  |
| **Week 2 Procedure**  **Day 4:** [Lesson 2 on Maps and Navigation](http://gamebasedlearninginstitute.wikispaces.com/Lesson+2) **Day 5:** [Lesson 3 on Maps and Navigation](http://gamebasedlearninginstitute.wikispaces.com/Lesson+3), Paper assessment **Day 6:** Gameplay with Maps and Navigation quest levels 1 and 2 turned on **END OF WEEK:** COMPLETE WEEKLY TEACHER SURVEY |  |  |  |  |  |
| **Date** |  |  |  |  |  |
| **Week 3 Procedure**  **Day 7:** [Lesson 4 on Modeling](http://gamebasedlearninginstitute.wikispaces.com/Lesson+4), Paper assessment **Day 8:** Gameplay with Modeling quest levels 1 and 2 turned on **Day 9:** Gameplay with Modeling quest levels 1 and 2 turned on **END OF WEEK:** COMPLETE WEEKLY TEACHER SURVEY |  |  |  |  |  |
| **Date** |  |  |  |  |  |
| **Week 4 Procedure**  **Day 10:** Gameplay with concluding quest enabled **Day 11**: [Lesson 5 wrap-up](http://gamebasedlearninginstitute.wikispaces.com/Lesson+5), Finish projects **Day 12:** Student project presentations **Day 13:** Post-test **END OF WEEK:** COMPLETE WEEKLY TEACHER SURVEY |  |  |  |  |  |